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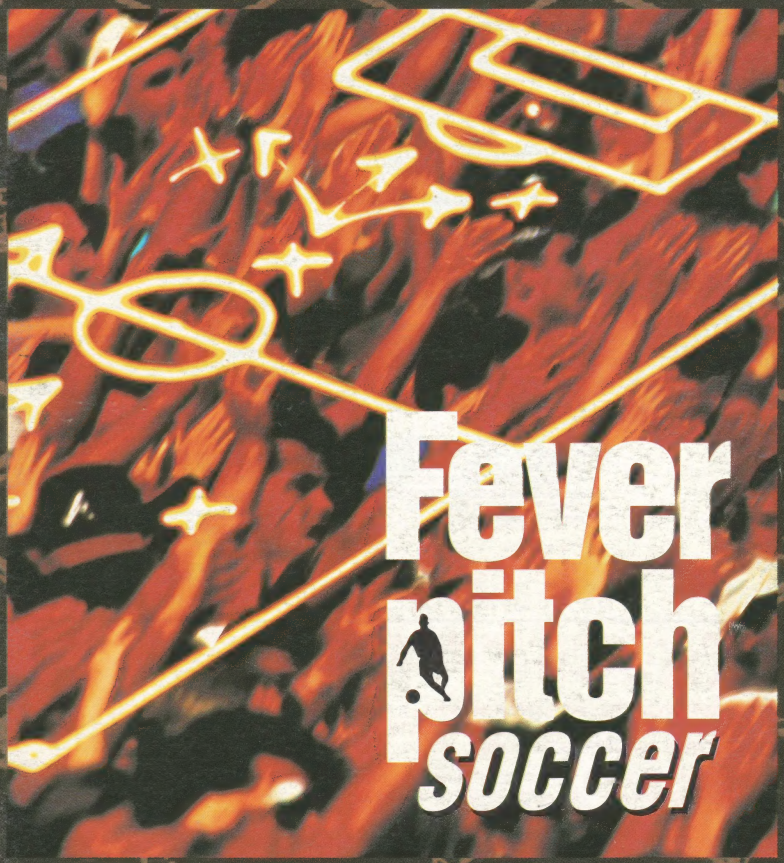

Fever pitch soccer

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PLAY

U.S. GOLD

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STARTING UP YOUR SYSTEM

1. Make sure your Super NES™ is OFF.
2. Plug a control pad into port 1.
3. Insert the **Fever Pitch Soccer** Game Pak into your Super NES™. Press firmly to lock the Game Pak in place.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.
4. Turn the power ON. Press any button to begin **Fever Pitch Soccer.**

FEEL THE FEVER

Feel the full-blooded fever in this frantic feast of fast and furious football action!

GASP in awe when a 40-yard scorcher bursts into a flaming fireball and blasts the 'keeper into the back of the net.

SCREAM in agony as Barger charges across the field and slams you hurtling into the hostile crowd.

JUMP with joy as you swing a curving corner through the crowded box and head home that last-minute winner against the boys from Brazil.

This is total football: qualified to satisfy the most demanding arcade appetite.

Anyone can pick-up and play – you'll grasp the basics within a few games. However, to appreciate the intricate subtleties woven into the gameplay you should study this manual and, above all, practice, practice, practice.

Take on the world's top teams in international competition or play with up to five friends in an exhibition match.

But beware – this game can seriously threaten your friendship as passions overheat and you reach boiling point in the wild world of **Fever Pitch Soccer!**

PLAYER CONTROLS

In possession

KICK/SHOOT:	Y
BALL SWERVE:	D-pad LEFT/RIGHT (after touch)
PASS:	B
HEAD:	X
THROW-IN:	Position crosshair + Y

Star Players only

SPECIAL MOVE:	A
BACK HEEL:	L
CROSS:	R

Winning the ball

SLIDE TACKLE:	B

At any time

PAUSE: START (any control pad)

To quit a game, pause and then press L/R/SELECT/A simultaneously to return to Game Select (Main Menu).

GOALKEEPER CONTROL

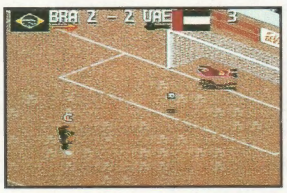
Your 'keeper is predominately computer-controlled, but you do have an influence with the D-pad once a shot has been fired.

Drop kick: Y

Throw: B

Goal kick: Position crosshair + Y (long kick) / B (short pass)

Defending a penalty: In real soccer, goalies must anticipate a penalty kick before it is taken. **Fever Pitch Soccer** goalies are no exception. Guess where the penalty-taker will shoot and move the D-pad to dive the right way and make a save. If the D-pad is not pressed, the goalie will drop to the floor to save a straight shot.



SET-PIECES

Corner/Indirect free kick: Position crosshair + Y/B

Direct free kick: Position crosshair and press Y to nominate initial direction of shot. Now re-position the crosshair to determine the final destination of your shot (preferably in the back of the net), press Y to confirm your aim (hold Y longer for more height) and press Y again to unleash your shot. Practice will help you find the right balance between the initial direction and final destination to produce spectacular swerving shots around the defensive wall.

Note: At a direct free kick, the crosshair is represented by an icon of a ball bouncing on a small circle.

Penalty: The crosshair sweeps across the goal mouth from left to right. Press Y to direct your aim, hold Y to determine shot height (the longer you hold Y, the higher your shot) and release Y to unleash your shot.

MENU CONTROLS

Move D-pad UP/DOWN between options, LEFT/RIGHT to scroll through variables (or press any button to toggle) and press START to select.

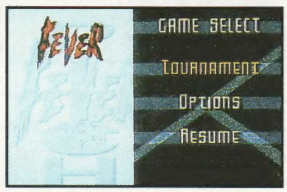
In multi-player mode, control pad 1 governs menu controls.

Note: If your control pad has a rapid-fire feature, switch it OFF when you play ***Fever Pitch Soccer.***

LANGUAGE SELECT

At the end of the introduction sequence, the Language Select screen appears. Move D-pad UP/DOWN to highlight your chosen language and press START to select. All subsequent on-screen text will now appear in this language.

GAME SELECT (MAIN MENU)



GAME TYPE

Move D-pad LEFT/RIGHT to toggle Exhibition or Tournament mode and press START to confirm your selection.

Exhibition

An Exhibition match is a one-off friendly between two teams of your choice. *See* ***Team Select.***

Tournament

The ***Fever Pitch Soccer*** World Tournament is a 28-team knockout competition, featuring national sides from across the globe.

Once you've chosen a country to represent (see Team Select) you progress through the contest by beating the world's best in four continental groups of seven.

There are 51 teams in the overall pool, so the competition structure looks like this:

First Round: Asia
7 from 8 teams

Second Round: Africa
7 from 11 teams

Third Round: Americas
7 from 12 teams

Final Round: Europe
7 from 20 teams

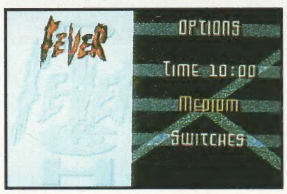
Naturally, the quality of opposition improves as you progress, and you are given the opportunity to strengthen your side. *See* ***The Players.***

Before each match you are presented with the Tournament Start-up screen. Press START to kick-off or L to return to the previous display.

OPTIONS

From Game Select (Main Menu), highlight Options and press any button to view Options menu.

Move UP/DOWN to highlight the gameplay option you wish to customise.



Time
Move D-pad LEFT/RIGHT to select the length of each half:

1 minute, 3 minutes (default), 5 minutes, 10 minutes or 15 minutes.

If scores are level at the final whistle, a period of extra-time will be played, equivalent to one-third of normal-time (eg. 1-min half normal-time = 20-second half extra-time, 3-min half normal-time = 1-min half extra-time, etc). And if the result remains a draw, a penalty shoot-out will take place to decide the winners.

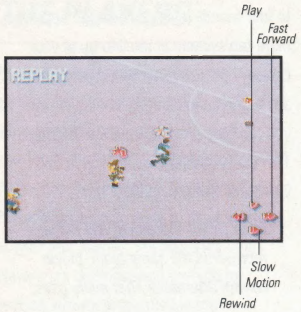
Difficulty
Move D-pad LEFT/RIGHT to set overall standard of computer-controlled matchplay; Easy, Medium or Hard.

Switches
Press any button to modify in-game preferences.

*Note: * = default*

Replays: On*/Off
Set ON to view an automatic action replay of every goal scored. To cut the replay short during a match, press START.

The following video controls can be used to revel in the glory of your own magic moments of **Fever Pitch Soccer:**



Note: Press R to watch the action from the other side of the pitch.

Cameos: On*/Off

Do you want to watch celebration sequences after every goal/victory?

Aggro: On*/Off

Determines tolerance level of the referee when players commit fouls.

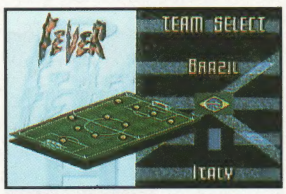
RESUME

Click on Resume to enter the password entry screen. This option allows you to input a 13-character password to resume play from the desired stage within a previously contended Tournament. Passwords are supplied at the Tournament Start-up screen before each match (except the first match, obviously). *See* ***Tournament.*** Password characters are displayed in one of two colours; blue or yellow – take care to record and enter them correctly.

Enter each character from the main grid into the password entry slot at the top of the screen. Move the D-pad to highlight a character from the grid, and press X to enter the character in blue or B to enter the character in yellow. Place each character into the password using A/Y to nominate its position. To confirm your password, press START.

TEAM SELECT

To choose your team, move LEFT/RIGHT (D-pad) to scroll through the available countries.



The pitch layout shows team formation. Standard players are displayed in the national colours, while Star Players are distinguished as bright yellow dots.

Note: In Tournament mode you begin with eleven Standard players.
See ***The Players.***

If you are playing an Exhibition match, use the above method to select Team 1 and then press D-pad DOWN. Now move LEFT/RIGHT to choose one of four different Pitch Types.

Note: The playing surface is automatically allocated in a Tournament, according to the origin of your opponents (ie. which continent they are from).

Press D-pad DOWN again and move LEFT/RIGHT to select Team 2.

When you are satisfied with the teams selected, press START to continue.

CONTROLS

Now pick sides! Each connected control pad can be allocated to one of the participating teams. An icon appears on-screen to represent every control pad currently connected.

With the D-pad, you can move your icon into one of three different positions to determine your role in the forthcoming match; Team 1 (top), Team 2 (bottom) or no-man's land (middle) ie. not participating.

This procedure allows you to play with up to four friends (using a Nintendo approved multi-tap system) in the line-up of your choice – the computer will take control of any team not enlisted by human players. So you can play One vs. One, One vs Computer, Two vs. Two, Four vs One, or Five vs Computer – any combination.

Note: When more than one player represents the same team, player control alternates after every pass.

Once you have chosen sides, press START to continue.

Fever Pitch Soccer also gives you the opportunity to intervene at any stage of a match. If you have not been assigned to a team before kick-off, you can plug a pad into a vacant port and join in the action.

When a spare control pad is available during play, a 'Press Start' message flashes in the top right-hand corner of the screen. Press START and move LEFT/RIGHT to select which team you wish to join (highlighting the national flags) and press START again to enter the fray.

THE PLAYERS

Fever Pitch Soccer is not played by hordes of animated clones. Star players shine among Standard players, with individual characteristics, personalities and distinctive styles of play. The key to **Fever Pitch Soccer** success is to make full use of your Star players' special skills. Star players are distinguished on-field by striking individual features in their appearance and unique abilities. But if you still have trouble recognising them, when controlled they are identified by a huge star floating above their heads.

In Exhibition mode, Star players have already been appointed to each national team, in a wide variety of formations. Some sides are blessed with only one or two superstars, others boast a perfect eleven. Experiment with as many different teams as possible to find the right line-up to suit your style of play.

Competing in a Tournament, Star players are not so freely available – you must earn them!

Fever Pitch Soccer employs a top-secret computer-controlled talent scout, which assesses your performance in each match according to a predetermined set of hidden criteria.

After each match, this assessment system is then used to reward you with bonus 'credits', which are not revealed to you but used to determine which new Star signings are available.

Star players want to play for quality teams, so if your performance in a match impresses the stable of superstars watching, they will offer to join your side.

After an impressive performance, the Player Select screen appears to showcase the stars who are willing to sign-up.

Highlight **Select**, move D-pad LEFT/RIGHT to scroll through the available players and choose your man.

Move the D-pad DOWN and nominate the position you want him to play in your new team line-up by moving LEFT/RIGHT and pressing button B to confirm.

Note: Your new Star player is represented by a green dot on the pitch layout.

Press START to continue without recruiting a new Star player and your bonus 'credits' (which remain secret) will be saved to give you more weight in the transfer market after the next match.

PLAYER PROFILES

STANDARD PLAYER

Average, run-of-the-mill, no frills, no thrills ordinary Joe Bloggs.

He can't even manage a back heel or put a decent cross into the box.*

Standard man's strongest asset is his consistency – he is consistently ordinary.

** **All** Star Players can back heel and cross the ball.*

BARGER

Shoulder-barging, iron-pumping, muscle-bound, rough'n'ready hard man of **Fever Pitch Soccer.**

This rock-solid powerhouse flattens any opponents who get in his way – hard enough to make sure that they don't get up again for a long while!

THE CHEAT

Slippery and sly, snide and sneering, unscrupulous, Oscar-winning, referee-fooling, slap-headed CHEAT!

When he dives in midfield, The Cheat has a 50-50 chance of winning a free kick – the odds are reduced to 25% for a penalty in the box.

THE MARKER

Tight-marking, shirt-tugging, boot-stomping, hair-pulling, nose-biting, man-to-man marker. This solid team player has no special move, but he will stick to key opponents like glue. He won't give them an inch. He'll get inside their shirt, Brian.

PASSER

Clinically-precise, technically-perfect, prime physical specimen with an uncanny ability to find the forwards with inch-perfect, defence-splitting long balls.

TRICKY

Silky-skilled, weaving, leaping, dazzling dribbler who dances through dumb defenders' desperate lunges and makes inspirational darting dashes upfield with the ball stuck to his feet.

Fever pitch soccer

STRIKER 1

Stylish-swerving, spectacular-swinging, killer-curling, bombastic-bending, banana-kicking legend with the awesome ability to fire the ball on a wicked curve around impossible angles.

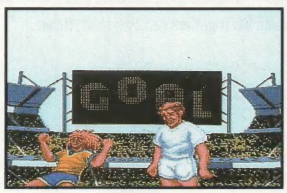
STRIKER 2

Power-blasting, thunder-bolting, fire-cracking, net-busting, hammer-thumping, disintegrating, woodwork-whacking, whip-lashing, thigh-slapping, rocket-blazing, ball-bursting, bone-breaking hot-shot hero!

THE FINAL WHISTLE

After an Exhibition match, you have the opportunity to replay the game by pressing START within ten seconds.

The Tournament is a knockout competition, so if you lose a match, you're out! However, if you feel that defeat was unjust or simply can't bear to start all over again, you have the option to replay the match and rewrite history, by pressing START within ten seconds of the final whistle.



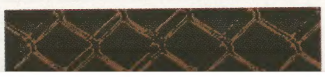
LIMITED WARRANTY

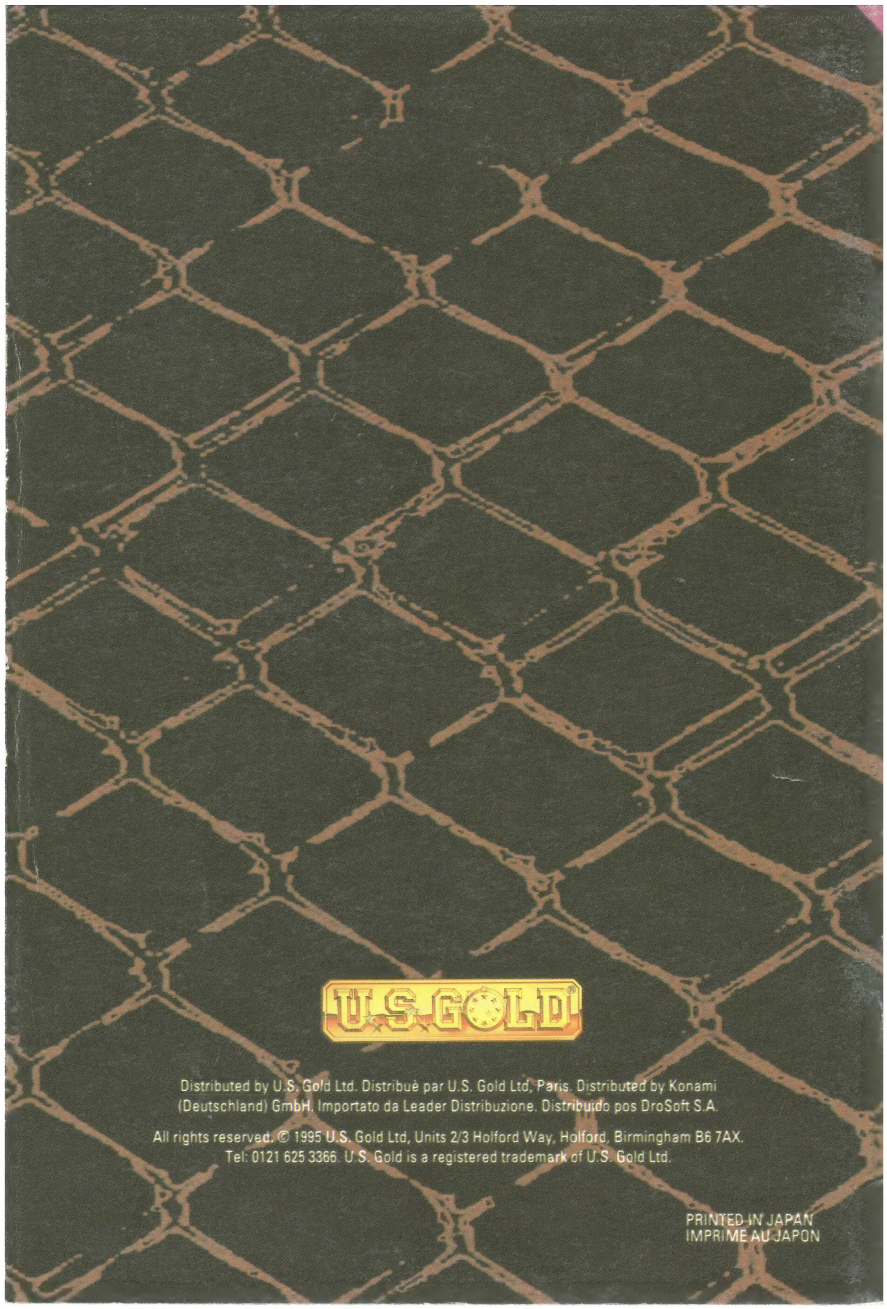
U.S. Gold reserves the right to make improvements in the product described in this manual, at any time and without notice.

U.S. Gold makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose.

If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase. Proof of purchase required to effect the 90 day warranty.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS.





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